**Team feedback log**

Log the feedback your team received this week. Include dates, who gave it, what the feedback was.

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| **Date** | **Who gave feedback** | **Feedback received** | **Implementation and reasoning** |
| 11/10/21 | Neil | Needs to have a paddle to be like ‘Pong’, rather than a hockey stick | No longer relevant, artists are now free to use whatever props they want (should still make sense for a “paddle” type object) |
| 11/10/21 | Neil | Talk more about game systems and be clearer, explain these things in further detail | We discussed in a group the various game systems and ensured we’re now all on the same page and clear about it all |
| 11/10/21 | Neil | What camera angle will you use? This wasn’t specified, ensure team is clear on what angle for gameplay | We decided on using a 50 degree camera angle looking down on the game, we set up a demo camera shot to make sure we all agreed and were on the same page |
| 12/10/21 | Lyle | Make sure to utilise the environment space in the game screen mockup – fill the left & right areas of the screen with environmental assets, but properly utilise the rest of the screen to be playable | Anna – I expanded the playable arena to utilise the area and environment more effectively |
| 12/10/21 | Lyle | Scale the character up more, try some different colours on the character to stand out, also reduce the number of logs on the bridge (in reference to the game screen mockup) | Anna – I scaled the character, played around with various colours and created more concept drawings for the team to look at. Also I reduced the number of logs as suggested. |
| 19/10/21 | Cody / Daniel | The movement in the character felt stiff and janky, try smoothing it out more. | Changed how the character moves, added acceleration and friction to build momentum and slowly lose speed. |
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